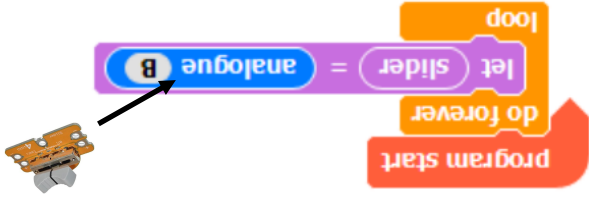


Useful Code Blocks

If you create a variable, you can see what is inside it on the Crumble programming screen.

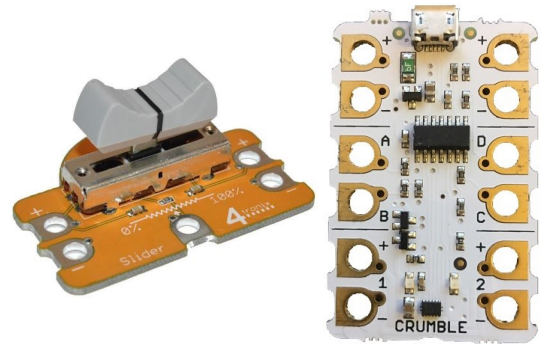
This program transfers the data from the slider (analogue) and puts it inside a variable called slider. It checks repeatedly to see if anything has updated. It is a good program to test to see if the slider is working.



Information is inputted into the Crumble through the analogue block as a number between 0-255. This one shows 0 when the slider is at 0%, 109 at 50% and 220 at 100%



Crumble Slider



MC54

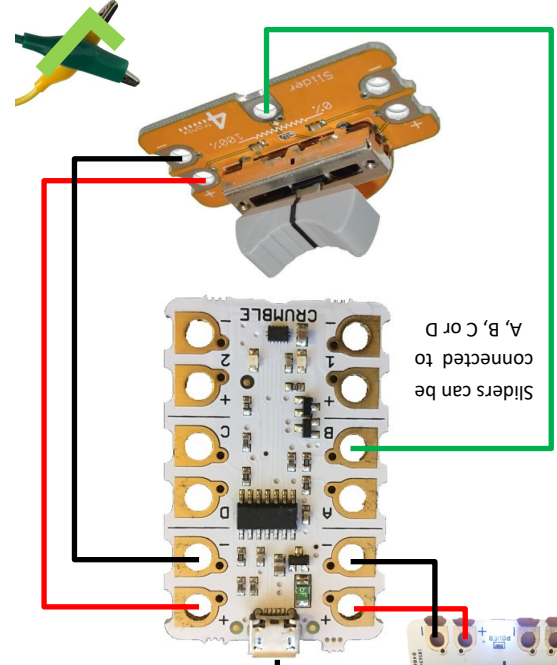


Batteries must be switched on

Wiring To Computer USB



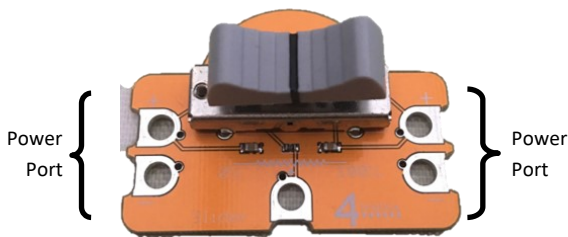
Sliders can be connected to A, B, C or D



More Information

Sliders can be used to adjust the amount of power going into a motor, the colour balance of a programmable light, the tone of a piezo element, The amount of turn a servo moves etc.

It can be used wherever a variable can be used in place of a fixed number.



The left over power ports on this slider can be used to power another device.



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